

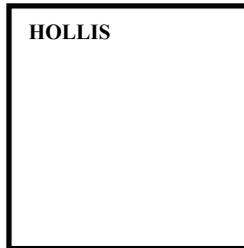
"Snap Freeze"



Near Lake Ladoga, Russia—January 6th, 1942

The first winter of the war in Russia was brutal beyond any previous measure. Myths abound about how cold it was, including those surrounding mysterious snap freezes, whereby entire squads of unsuspecting soldiers would suddenly die as temperatures plunged to dangerous levels. For two companies of scouting soldiers myth would become reality near the frozen shores of Lake Ladoga during the Siege of Leningrad. As the sun began to set on January 6th, 1942...Finnish and Soviet soldiers felt a dangerous chill approaching. Shelter must be found and quickly. Both sighted the huts of a long abandoned hunters camp. As the wind began to howl and an arctic death began to walk in the woods...desperate Finnish and Soviet soldiers raced to occupy the huts first.

Board Configuration:



VICTORY CONDITIONS: The player who has the most surviving squads and officers at game end wins.

Russian Player enters per SSR 3	1	2	3	4	5	6
Finnish Player enters per SSR 3	★					

 Elements of Finnish Scout Battalion) (ELR 4) (SAN 0) (Set up: enter per SSR 3)

		
2		10

 Remnants of Soviet Scout Battalion—Leningrad Sector (ELR 4) (SAN 0) (Set up: enter on Turn 1 per SSR 3)

			
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Special Rules/Notes:

1. EC are Snow (E3.7) with Deep Snow (E.373) and heavy winds.
2. No Quarter is in effect. Hand to Hand may be declared by either side in Close Combat.
3. Prior to play, both sides roll 1d6 with the low roller moving first. The Soviet Player enters on the east board edge between K7 and K13. The Finnish Player enters on the east board edge between K1 and K5.
4. The stream is frozen and can be crossed as open ground.
5. Beginning on Turn 2, during each Rally Phase, every MMC and SMC not in a building must take a morale check. Failing the Morale Check does not break the unit, but instead ELR's it. Any unit which cannot ELR any further is instead remove from play as they have succumbed to the snap freeze. Broken units must also take the Rally Phase Morale Check prior to attempting to Rally. If a broken squad misses the morale check it is casualty reduced. Heat of Battle is N.A. for this roll vs. cold, however a natural 12 results in elimination no matter the unit's current status.
6. As the buildings are actually hunters' huts, they have different squad capacities. Buildings B4, D2, E1, G6 and G13 can only house a single squad and any officers with that squad. Building D8 can house two squads and Building D11 can house three squads. Over stacking in the buildings is not allowed.
7. Close Combat Ambush is N.A.
8. Buildings may be kindled and burned. In such cases, all adjacent hexes to a burning building can provide warmth to the units occupying the hex, allowing a -2 on the Rally Phase Morale Check.
9. All units at game end still locked in Melee are counted as surviving and counted towards each player's total survived squads.
10. Due to the extreme cold, there are no snipers in play.
11. Both Russians and Finns have Winter Camouflage (E3.712).



Aftermath: The savage arctic blast arrived quickly and many Soviet and Finnish soldiers were frozen in place. Their comrades rushed into the small hunting lodges and fought to keep out the soldiers of the opposing side...even as their piteous cries for shelter were drowned out by the arctic winds beyond the thin wooden walls. When morning arrived...the survivors of both sides took stock of their losses...and without further attention to the other set out to return to their respective lines...thankful to have survived the frozen night.